CAPCOM
LAUNCH A CONFIDENTIAL MISSION! DESTROY THE ULTIMATE WEAPON!
CP System No.12
For 2 players
CARRIER AIRWING
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LAUNCH A CONFIDENTIAL MISSION!

COMPLETELY DESTROY "RABU", ORGANIZATION OF MERCHANTS OF DEATH.

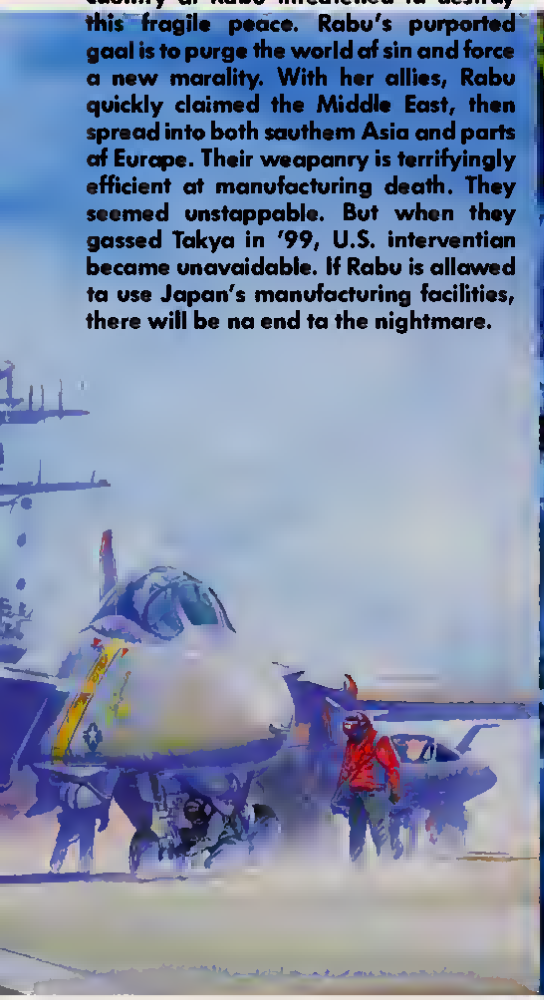
CP System No.12

The 1990's was a decade af great change marked by growing friendships between ald enemies and never before seen levels af caaperatian between the pawerful natians af the warld. Hawever, in 1997, using unusual new weapans designed in secrecy, the Middle Eastern cauntry af Rabu threatened ta destray this fragile peace. Rabu's purported gaal is to purge the world af sin and force a new marality. With her allies, Rabu quickly claimed the Middle East, then spread into both sauthem Asia and parts af Eurape. Their weapanry is terrifyingly efficient at manufacturing death. They seemed unstappable. But when they gassed Takya in '99, U.S. interventian became unavaidable. If Rabu is allawed ta use Japan's manufacturing facilities, there will be na end ta the nightmare.

ACCOMPLISH 10 MISSION

Battle through 10 death-defying missions to destroy "Rabu" such as recapturing the capital of Japan, attacking the enemy's arsenal, attacking a giant fort, a diagonal ascent from a low altitude flight close to a highway, a vertical descent into a valley! Plus breathtaking air-to-air combat in cities, valleys, over deserts and over the ocean! Heart pounding ground battles! Enough danger for the most courageous of players.

The captain gives a briefing o new missions.



SELECT THE TYPE OF FIGHTER!

Each player selects either an F-14, F/A-18 or A-6, the latest jet fighters of U.S. Navy. These fighters are of different types (air-to-air combat type, ground combat type, multiple type) and different capabilities. Select your favorite type and destroy "Rabu".

MAKE THE FULLEST USE OF NORMAL SHOTS!

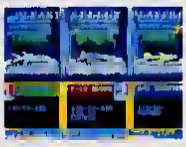
Each fighter is provided with the same machine gun as part of the standard equipment. However, the power of such normal shots differs slightly depending on the type of the fighter! If you get a power-up item during combat, normal shots are strengthened into wide shots, rapid guns or precision guns.

* If you continue taking power-up items, the power will increase up to level 6!

WIDE SHOT	Has wide range of affect but lack punch (automatic firing/weak)
RAPID GUN	Attacking shot of mean power (automatic firing/strong)
PRECISION GUN	Powerful but small range (automatic firing/medium)

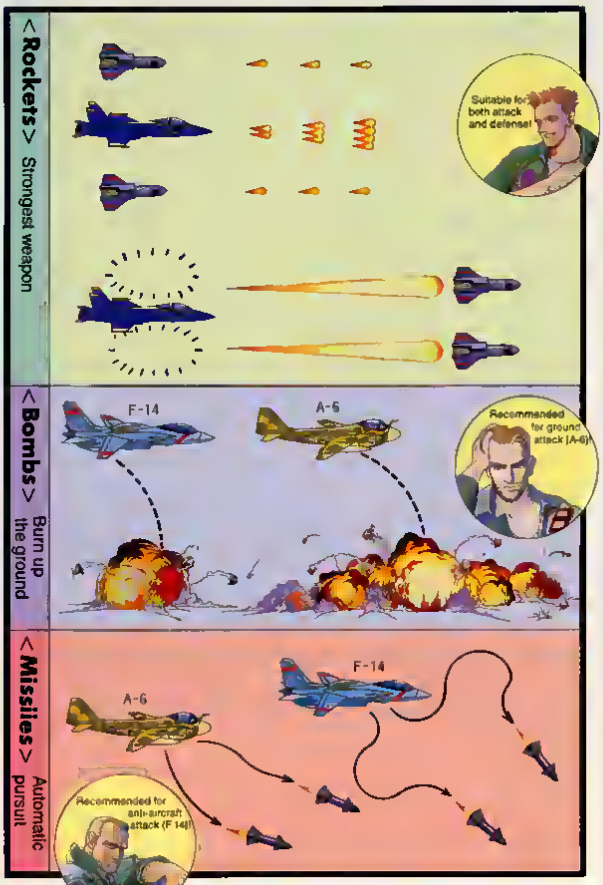
POWER-UP ITEMS

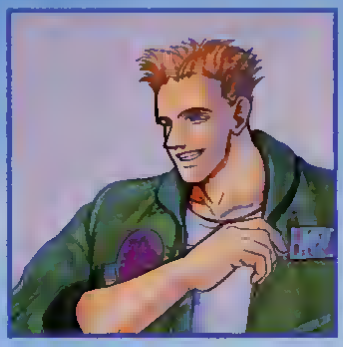
A normal shot power-up item will appear if you destroy the bombers of the red information completely! Grab it as soon as it turns into the color of your choice.



MAKE THE FULLEST USE OF SPECIAL WEAPONS!

You can equip your fighter with a powerful weapon or "super weapon" with the prize money obtained for beating enemies. The special weapons include bombs, missiles and auxiliary rockets. Select the most effective weapon for the mission.





James Roy

From : Louisiana
Plane: FA-18
A member of the U.S. Navy "Blue Angels" acrobatics team, his adroit handling of his plane gives him an advantage against both air and ground foes.

Rick Ford

From : New York
Plane: F-14
Placed first in his class at the Navy "Top Gun" fighter combat school
Unmatchable in air-to-air combat

Mark Olson

From : Michigan
Plane: A-6E
A former U.S. Navy squad leader, he is known for being able to drop a bomb anywhere under any conditions

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